

Vikrant Kumar

Seeking full time UX Design roles (Available to join immediately)

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EXPERIENCE

Avantha Tech. Ltd., Gurugram, India — UX/UI Designer

August 2020 - Present | Part Time

- User research, development of wireframes and hi-fidelity prototypes of a fabric management platform to be used between buyers and sellers.

Shimizu Corporation, Singapore — Senior Coordinator

April 2015 - September 2020 | Full Time

- Feasibility studies and concept design of high rise buildings and large scale projects following client requirements, local regulations and building codes.
- Client engagement and cost benefit analysis using digital and computational design methods to optimize designs.
- Presentation and design studies using the latest technology such as VR and 3D printing. Environmental design analysis to optimise the building design for heat load reduction and natural lighting.

Studio Synapse, New Delhi, India — Architect

June 2012 - December 2013 | Full Time

- Handled several projects starting from design conception to on-site construction independently.
- Coordination with SME consultants for design optimization.
- Participation in architectural design competition.
- Client and stakeholder engagement for critical design decisions.

Arcop Associates Pvt. Ltd., New Delhi, India — Architect

June 2011 - June 2012 | Full Time

- Concept design and detailing for architecture and urban projects.
- Participation in design competition projects.
- Coordination with structural and MEP consultants for building design optimization.

EDUCATION

National University of Singapore, Singapore — M.Sc.

January 2014 - February 2015

Birla Institute of Technology, India — B.Arch

July 2006 - May 2011

CERTIFICATION

Interaction Design Specialization,

<https://coursera.org/share/5fb3a8dc76e267cab8280fb58bbf6ef5>

University of San Diego, California.

SKILLS

Usability evaluation, User interview, User testing.

Affinity diagramming, Design thinking, Qualitative and Quantitative analysis.

Wireframing, Rapid prototyping, Hi-fidelity prototypes.

TOOLS

Figma, Adobe XD, Framer.

Microsoft Office, Python basic, HTML.

Adobe - Photoshop, Illustrator, Indesign, Premier, After Effects.

Sketchup, Lumion, Autocad, Rhino+Grasshopper, Revit.

LANGUAGES

English, Hindi.

UX BOOKS I LIKED

“Don’t Make Me Think Revisited”

– Steve Krug; “100 Things Every Designers Need to Know about People” – Susan M, Weinschenk.